Gagandeep Singh

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EDUCATION

2013 - 2014 **CGPA: 9.8/10.0**

Adarsh Public School

2015 - 2016 Percentage: 96%(Overall)

Adarsh Public School

2016 - Present Btech Undergraduate

Indraprastha Institute of Information Technology, Delhi

SOFTWARE SKILLS

LANGUAGES C/C++,JAVA, Python,

HTML, CSS, JavaScript,

MySQL, Ruby

TECHNOLOGIES Django, Ruby on Rails,

React-JS, Apache Spark, Hadoop DFS, , Numpy, Pandas, Git, Keras, Tensorflow, Scipy, Scikit-learn

OPERATING SYSTEMS Linux/Unix, MacOSx,

Windows

EXPERIENCE

JANUARY 2019-PRESENT

Collaborator Open Source Contributions

Contributing to open source projects of Public Lab and redesigning parts of their website.

MAY 2019-PRESENT

Undergraduate Researcher Co-Location Pattern Mining

Implementing algorithms for **spatial co-location pattern mining** on top of the predefined algorithms and devising a new support measure and trying to parallelize its implementation using Apache Spark.

May 2018

Intern Camp K12

Teaching intern with CAMP-K12 in the fields of JAVA and Android.

PUBLIC PROJECTS

2018 Terrorist Attack Prediction and Analysis (Terrorist Attack Prediction)

The project implements terrorist attack prediction and cluster analysis of terrorist attacks using **ML library in Apache-Spark**. **Hadoop's map reduce** based implementation was used to produce the total number of attacks in a particular region.

2019 Mining Spatial High Utility Co-Location Patterns (Extended Pruning Algorithm)

Implemented the extended pruning algorithm for finding spatial co-location patterns.

2019 Recommender System (Movie recommendation)

A recommender system for movie recommendations written in **python note-books**.

2019 Weather App (Weather-App)

A web application made in **React-JS** which uses weather api and Google places API to graphically present the variation in weather conditions.

2018 Departmental Store (Departmental Store)

A departmental store web app using **Ruby on Rails**, wherein the user can log into their account and can buy anything. The software also had some basic rspec tests. The project was implemented using **Agile** methodologies.

2017 Chain Reaction (Chain Reaction)

The game Chain reaction as a desktop app, which included a basic AI using probability and randomness. The game could be played for 1-8 players.

2018 **GYM Management System**

A GYM Management System with MySQL at its backend and JAVA-FX as its front end.

COURSE WORK

- Data Mining, Big Data Analytics, Machine Learning, Deep Learning, Artificial Intelligence
- Data Structure and Algorithms, Analysis and Design of Algorithms, Database Management System, Operation Systems, Linear and Abstract Algebra, Computer Networking